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## COOP-IN

**PROJECT TITLE:** Social Innovation Training for Virtual Work-Based Learning

**PROJECT REF. NO:** 2017-1-UK02-KA202-036640



### COOP-IN Project – Curiosity Online Educational Game

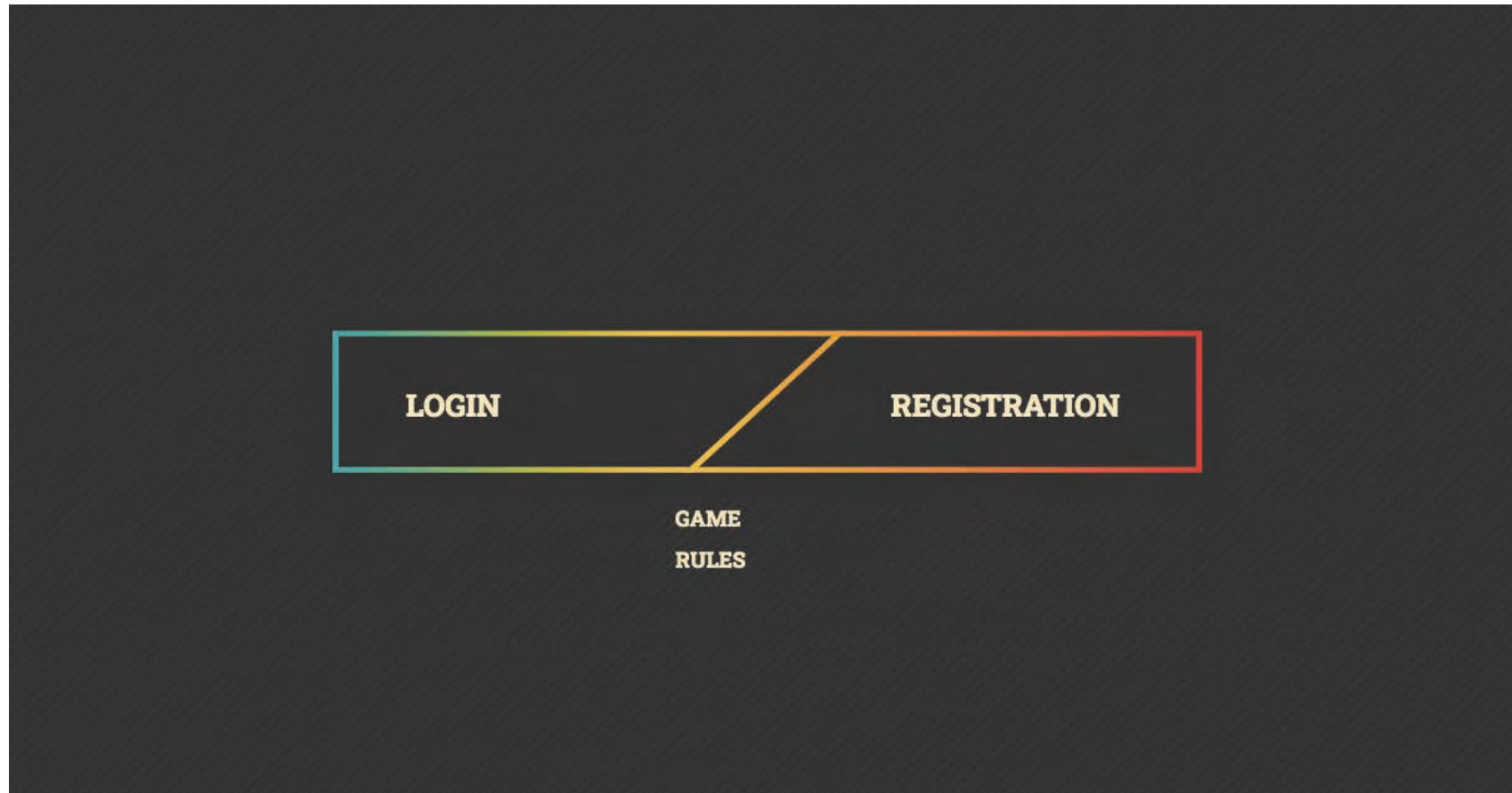
(Visit - <http://game.coopinproject.eu/en>)

Home Page

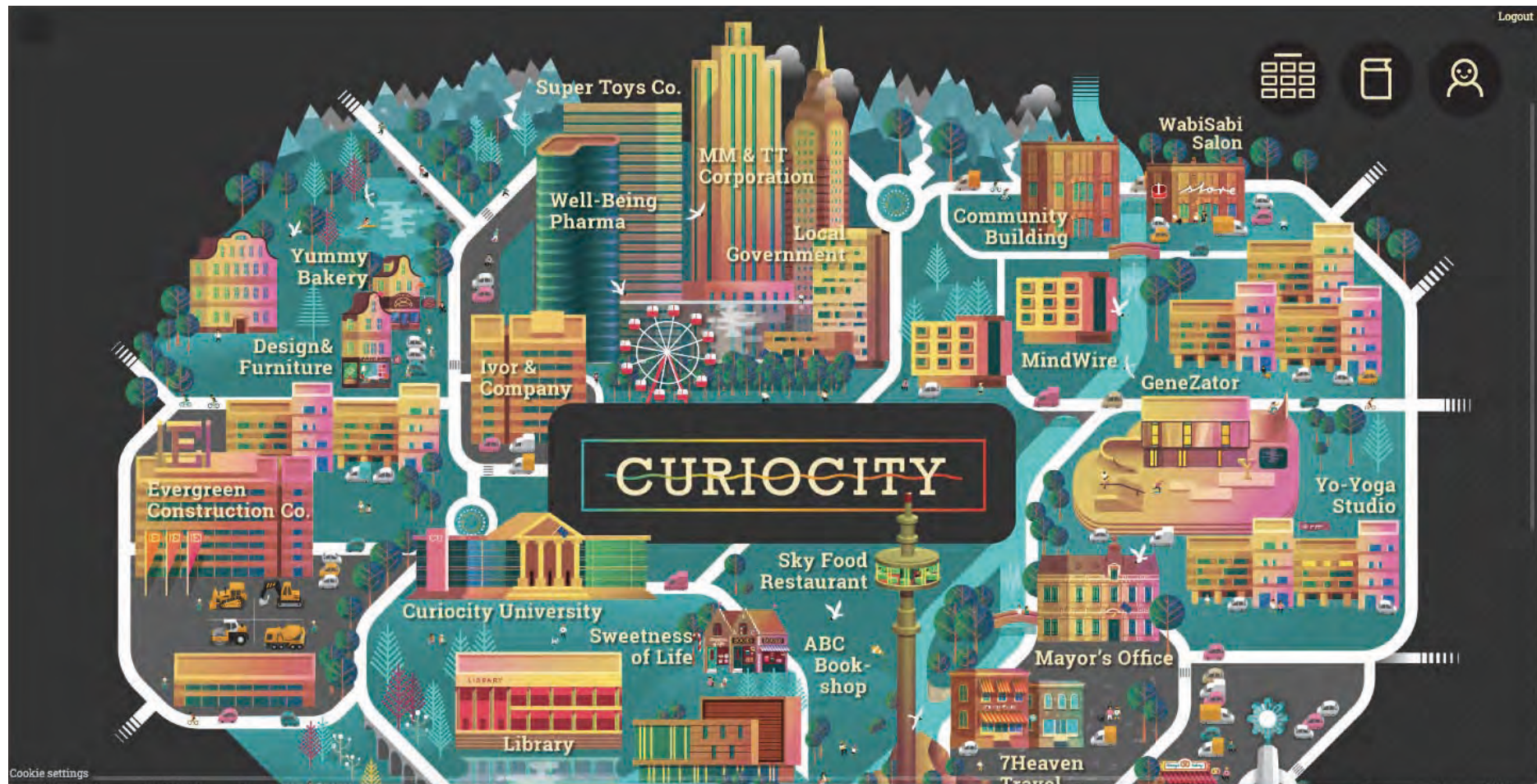


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## Registration Page



## Welcome to Curiocity



# Library

X

## Module 1



What is Social  
Innovation?



Case studies - What is  
Social Innovation?



M1 Glossary - What is  
Social Innovation?

## Module 2



Bringing the Future  
Forward

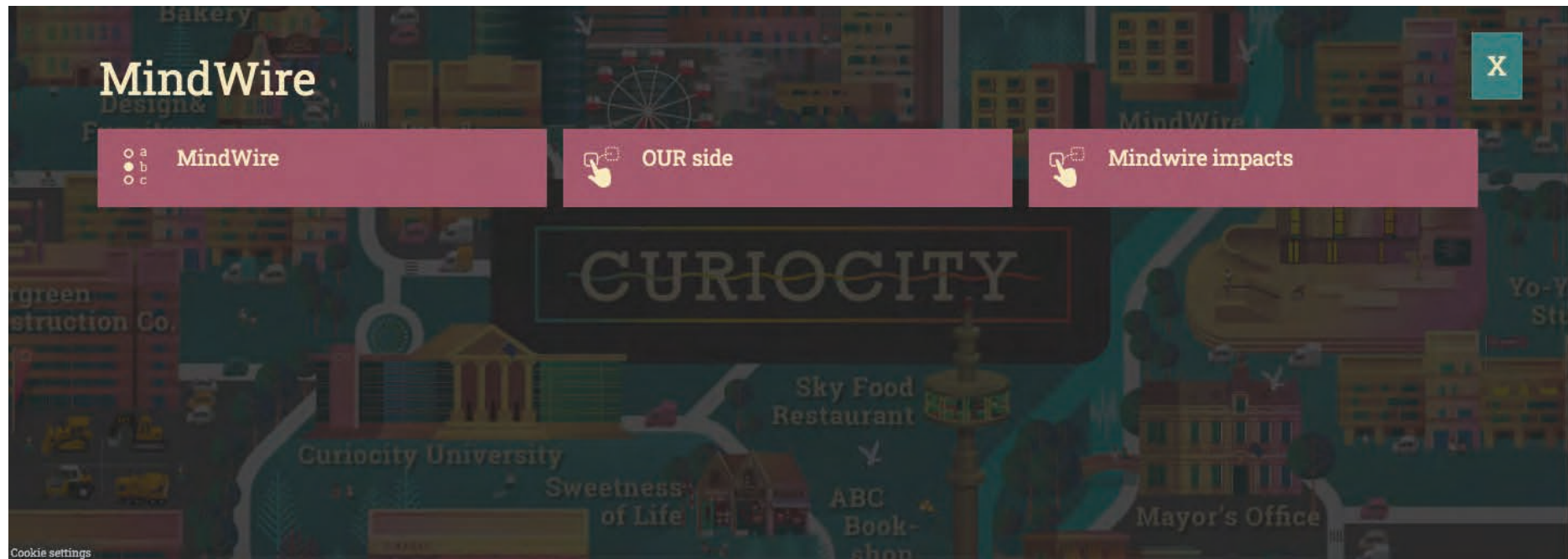


Case studies - Bringing  
the future forward



Glossary - Bringing the  
future forward

## Introduction to a business in Curiocity (1)





## MindWire

Young professionals are more conscious about social responsibility than the older generation. Research shows that CSR activities have an important impact on the company's reputation: they improve competitiveness and public image, attract new business and young talented workforce. Go to Mindwire Consulting Company and test your knowledge on the impact measurement of social innovation.



NEXT



## MindWire

MindWire is a 10 years old consulting company, with well established market position. In order to keep their position they need to stay competitive. It is crucial for them to employ new talents, thus bringing in new perspectives and ideas. The management has been facing recruitment difficulties. Based on a market research the problem is detected: young professionals seek meaning beyond the profit. They want to improve the company's public image, by embracing social responsibility. They launch an online quiz competition for young entrepreneurs: Who knows all the answers can be lucky to win a 'How to Build your Social Business' counseling package. Wanna be one of them?



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## Example of the Mini-Games – A True and False Quiz (1)



# MindWire

Nobel Peace Prize laureate Professor Muhammad Yunus described social business as:

- Created and designed to address a social problem
- A non-loss, non-dividend company. It is financially self-sustainable. Profits realized by the business are reinvested in the business itself (or used to start other social businesses), with the aim of increasing social impact, for example expanding the company's reach, improving the products or services or in other ways subsidizing the social mission.

[https://en.wikipedia.org/wiki/Social\\_business](https://en.wikipedia.org/wiki/Social_business)

Master the quiz!



NEXT

Example of the Mini-Games – A True and False Quiz: A Question (2)

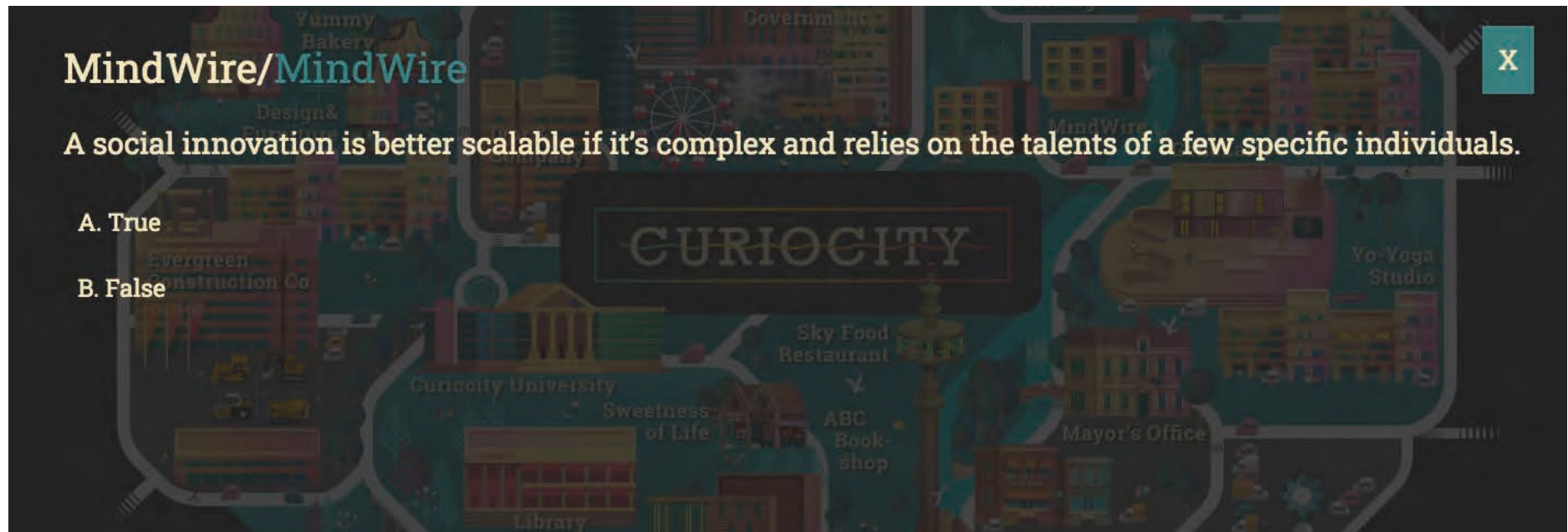
MindWire/MindWire

A social innovation is better scalable if it's complex and relies on the talents of a few specific individuals.

A. True

B. False

X



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### Example of the Mini-Games – A True and False Quiz: The Response (3)



## MindWire

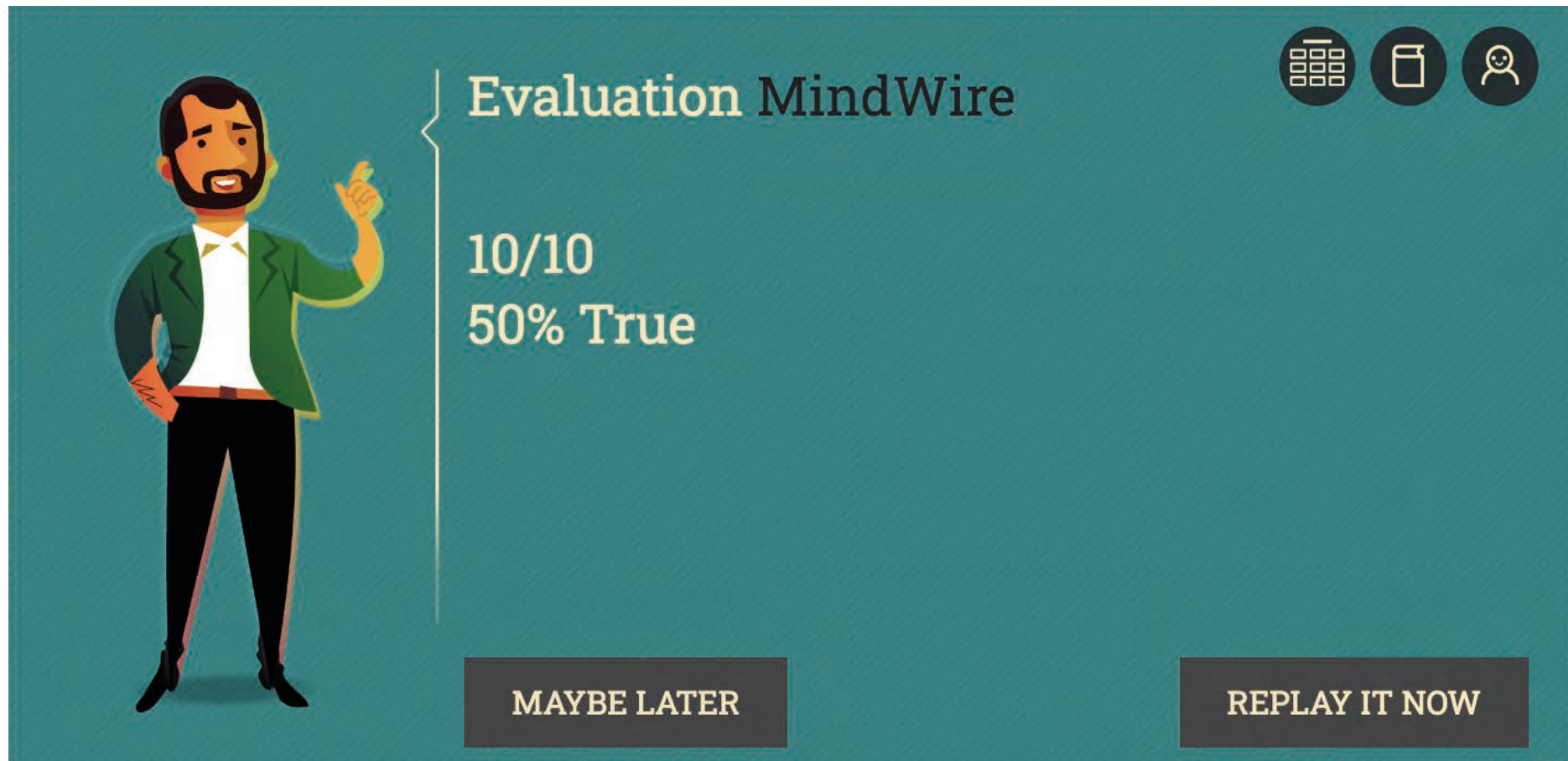
Right on the money. Simplicity and the lack of dependency from the specific skills of very specific individuals promises better scalability.



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Example of the Mini-Games – A True and False Quiz: Overall score (4)



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Example of the Mini-Games – Progress per Module

The screenshot shows a dark-themed interface with a background image of a space station. The title 'Choose a module' is in large yellow text at the top left. A small teal square with a white 'X' is in the top right corner. Below the title, 'Module 1' is listed with 'Progress: 0%' and 'Points: 0 / 136'. A pink button labeled 'Start module 1 games' is below this. A teal link 'Show / hide the games of this module' is also present. 'Module 2' is listed below with 'Progress: 0%' and 'Points: 0 / 209'. A pink button labeled 'Start module 2 games' is below this. The word 'CURIOSITY' is faintly visible in the background.

**Choose a module**

**Module 1**  
Progress: 0%  
Points: 0 / 136  
[Start module 1 games](#)  
[Show / hide the games of this module](#)

**Module 2**  
Progress: 0%  
Points: 0 / 209  
[Start module 2 games](#)

CURIOSITY

## Example of the Mini-Games – Progress per Mini-Games

# Choose a module

X

## Module 1

Progress: 0%

Points: 0 / 136

Start module 1 games

Show / hide the games of this module

Type	Name	Difficulty level	Points	
<div><input type="radio"/> a</div> <div><input checked="" type="radio"/> b</div> <div><input type="radio"/> c</div>	What we really mean by Social Innovation	Easy	0 / 5	Start the game
<div><input type="radio"/> a</div> <div><input checked="" type="radio"/> b</div> <div><input type="radio"/> c</div>	Are we there yet?	Easy	0 / 4	Start the game
<div><input checked="" type="checkbox"/></div>	Who Am I?	Easy	0 / 8	Start the game